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## **PROJECT 1 - Digital drawing, user input and states (software)**

For this assignment, we were instructed to create an interactive drawing project in which we load images, and utilize loops, conditionals, and state machines with a standard user input. We were to center this assignment around a scenario for interaction such as a display at a children's museum.

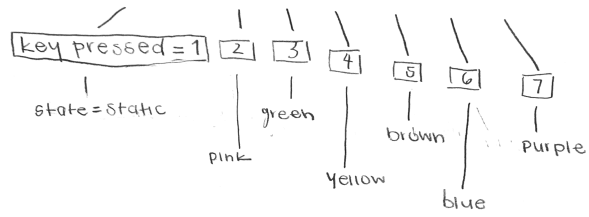
I will strive to achieve a fashion simulator in which the user dresses a model to their preferred taste. The canvas will consist of a model and six icons to the right that the user can click to reveal the outfits. The outfits are color coordinated to the icons.

The goal for this site is for it to have a youthful and playful aesthetic, so the intended audience will be children. This will act as a simulator that will allow children to be engaged in and excited about choosing their own clothes. The goal is to get children thinking creatively. The site is intended to be accessed at home.

I have chosen this aesthetic approach because I have always been interested in fashion. When I was younger I used to love games that allowed me to choose makeup and clothes, so I thought it would be fun and personal to create my own game with my own fashion and design style.

## State Machines

Static State = dress up



## Interaction Map

